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-- BcdMergeDefs.Mesa Edited by Sandman on August 23, 1977 10:28 PM

DIRECTORY
  BcdDefs: FROM "bcddefs",
  LoaderBcdUtilDefs: FROM "Loaderbcdutildefs",
  ControlDefs: FROM "ControlDefs",
  LoadStateDefs: FROM "loadstatedefs";

DEFINITIONS FROM LoadStateDefs, LoaderBcdUtilDefs, BcdDefs;

BcdMergeDefs: DEFINITIONS = BEGIN

  GlobalFrameHandle: TYPE = ControlDefs.GlobalFrameHandle;
  MergeModule: PROCEDURE [frame, copied: GlobalFrameHandle, initialGFT: LoadStateGFT];
  MergeBcd: PROCEDURE [mergee: BcdBase, RealFromRel: Relocation, config: ConfigIndex,
    initialGFT: LoadStateGFT, code, symbols: BOOLEAN, bcdname: STRING];
  MergedBcdSize: PROCEDURE RETURNS [size: CARDINAL];
  WriteMergedBcd: PROCEDURE [movewords: PROCEDURE [POINTER, CARDINAL]];
  InitializeMerge: PROCEDURE [sizeoftable: CARDINAL, lastrealgfi: ControlDefs.GFTIndex];
  FinalizeMerge: PROCEDURE;

END.
```